

BATTLETECH™

'MECH RECORD SHEET

Unit Name			
Size		Move	
Role		TMM	
Short		Med	Long
OV		Heat	
Armor			
Structure*			
Special			

Pilot	
Gunnery	Piloting
Skills	
Critical Hits*	
2d6	Effect
0-7	No Critical
8-9	1 Critical
10-11	2 Criticals
12	Head/Limb Destroyed or 3 Criticals

Left Arm		
1-3	1	Shoulder Actuator
	2	Upper Arm Actuator
	3	
	4	
	5	
	6	
4-6	1	
	2	
	3	
	4	
	5	
	6	

Head		
1-3	1	Life Support
	2	Sensors
	3	Cockpit
	4	
	5	Sensors
	6	Life Support

Right Arm		
1-3	1	Shoulder Actuator
	2	Upper Arm Actuator
	3	
	4	
	5	
	6	
4-6	1	
	2	
	3	
	4	
	5	
	6	

Left Torso		
1-3	1	
	2	
	3	
	4	
	5	
	6	
4-6	1	
	2	
	3	
	4	
	5	
	6	

Center Torso		
1-3	1	Engine
	2	Engine
	3	Engine
	4	Gyro
	5	Gyro
	6	Gyro
4-6	1	Gyro
	2	Engine
	3	Engine
	4	Engine
	5	
	6	

Right Torso		
1-3	1	
	2	
	3	
	4	
	5	
	6	
4-6	1	
	2	
	3	
	4	
	5	
	6	

Left Leg		
1-3	1	Hip Actuator
	2	Upper Leg Actuator
	3	Lower Leg Actuator
	4	Foot Actuator
	5	
	6	

Ammo		
Type	Max	Used

Right Leg		
1-3	1	Hip Actuator
	2	Upper Leg Actuator
	3	Lower Leg Actuator
	4	Foot Actuator
	5	
	6	

Heat Effects	
Level	Effect
1	+1 Attack, -2 Move
2	+2 Attack, -4 Move
3	+3 Attack, -6 Move, -1 TMM Shutdown T# 5
4	+4 Att, -8 Mv, -1 TMM, Shutdown T# 6 Ammo Explosion T# 4
5	+5 Att, -10 Mv, -2 TMM, Shutdown T# 7 Ammo Explosion T# 5
6	Shutdown, Immobile Ammo Explosion T# 8

Hit Location			
2d6	Left	Center	Right
2	LT	CT	RT
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RA	LA	LA
12	HD	HD	HD

Punch/Kick Location			
1d6	Left/LL	Center	Right/RL
1	LT	LA/RL	RT
2	LT	LT/RL	RT
3	CT	CT/RL	CT
4	LA	RT/LL	RA
5	LA	RA/LL	RA
6	HD	HD/LL	HD

Pilot Checks	
Mod	Unit Actions
+0	Missed Kick
+0	Enter Water
+0	Enter Rubble
Mod	Damage to Mech
+1	2+ Damage
+3	Shutdown
+1	Foot/Leg Actuator Damaged
+2	Hip Actuator Damaged
+3	Gyro Hit
Fall	Gyro/Leg Destroyed
Mod	Attacks
+0	Kicked/Pushed
+2	Charged/DFA

Attack Modifiers	
Mod	Attacker
+0	Walked
+1	Ran/Prone
+2	Jumped
-1	Stood Still
No Shot	Sprinted
Mod	Physical Attack
+0	Punch
-1	Push
-2	Kick
Mod	Target
-2	Immobile/Prone Adjacent
+0	Stood Still
+1	Prone from Range/Battle Armor
Mod	Terrain
+1	Light Woods/Smoke (Each)
+2	Heavy Woods/Smoke (Each)
+1	Partial Cover/Depth 1 Water